

C'EST LA VIE

APPLE, ATARI and COMMODORE Versions

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C'EST LA VIE — OBJECT OF THE GAME

Ten, twenty and fifty dollar bills are scattered on the streets. The idea is for Jacques — your electronic “counterpart” — to gather as much cash as possible before time runs out. After Jacques has collected the bucks, deposit your cash into the bank before you get mugged or stopped by a tax collector. Avoid obstacles and get as rich as you can. With a little luck, you may become one of the players to post a high score!

OPTIONS

After the program loads, the title screen and a demo game will appear. You will have several options to consider before beginning play. The options listed below will not appear on your screen; just press the appropriate key to select.

- Speed — press **1** - **5** to select speed. This option is also available during play.
- Time — press **T** to display the playing time in months. You can increase or decrease the time with the joystick (ATARI/Commodore 64) or the arrow keys (APPLE).
- Date — press **D** to display the starting date (month and year). Change the date using the joystick or arrow keys as for the time. This option has no effect on play but helps you keep the game current.
- Controls — on the APPLE, you can choose between keyboard, joystick, and ATARI-style joystick by pressing **Ctrl K**, **Ctrl J**, or **Ctrl A** respectively.

BEGINNING THE GAME

After setting the above options as desired, press the joystick button (ATARI/C-64) or **SPACE BAR** (APPLE) to begin. Jacques will appear at

center screen. Move him up, down, left or right with the joystick or by pressing **A**, **Z**, or the left and right arrow keys respectively (APPLE). A "status display" appears to screen right, and includes the following information.

RADAR — shows Jacques' position in relation to his pursuers. The radar display includes representations of the five buildings that appear on the main screen. The positions of the buildings remain constant, although the maze will change with each new game. The five buildings are: (1) Home, (2) the hospital, (3) the bank, (4) Wall Street, and (5) the loan shark's establishment.

STOCK CHART — shows four weeks of stock action, with the most current activity appearing at the far right edge of the graph. This indicates when you should buy or sell. Additionally, your speed and the months remaining in the game are located under the stock chart.

ASSETS — the cash you've gathered is listed first. Savings (the amount you've stored in the bank), and stocks (the number of shares in your possession) are listed next. The value of your shares is determined by the stock chart and is subject to change without notice.

DEBTS — money owed for mortgage payments, medical bills and loans appears next. It is important to settle your debts as quickly as possible. A mortgage payment of \$750 is automatically deducted from your savings account each month. Pay your other bills monthly or an interest charge will be added to each payment.

DATE — the correct date is displayed relative to the selected starting date.

TAKING CARE OF BUSINESS

During a typical game, you'll conduct business transactions in all of the building except "home." (Home only provides shelter from your pursuers.) To conduct a business transaction, walk into the building, press **RETURN** or your joystick button as needed and follow the prompt; it will direct you to enter a command such as **BUY** or **SELL** (at Wall Street), **DEPOSIT** or **WITHDRAW** (from the bank), **PAY YOUR BILLS** (at the hospital), or **BORROW MONEY** (from the loan shark's office).

Choose from the available commands by using the joystick (ATARI/C-64) or entering the first letter of the command (APPLE). After selecting a command you are prompted to enter the amount for the transaction.

On the ATARI and C-64, the default amount is the maximum transaction value. Move the joystick left or right to decrease or increase the amount by increments of \$1 (move joystick straight sideways), \$10

(sideways and back), or \$100 (sideways and forward). Press the joystick button to complete the transaction or **ESC** (ATARI), **STOP** (C-64) to abort the transaction.

On the APPLE you enter the transaction value directly from the keyboard. Use an asterisk (*) to enter the maximum transaction value. Press **RETURN** to complete the transaction or **ESC** to abort.

OBSTACLES

TAX COLLECTORS AND MUGGERS — These monetary menaces prowl the streets in search of victims. Unless you can help Jacques to give them the slip, they will pursue him relentlessly until he is caught. Once Jacques is caught, a tax collector will take half his cash; a mugger will take it all.

WALLS — Avoid these concrete monsters! Failure to do so will result in a trip to the hospital and a hospital bill.

GOONS — Should you borrow from your friendly neighborhood loan shark, he must be repaid within two months. If not, a contingent of "goons" will be dispatched to persuade you of your folly. Be careful! These guys will not only relieve you of your cash, they'll put you into the hospital as well.

SAVING A HIGH SCORE

If you manage to accumulate sufficient wealth, you can record your score. When time is up and the final statement is displayed, the high-score board will appear at screen right. The high-score position is indicated by a single horizontal line instead of double horizontal lines. Enter the three characters (your initials, we suggest) you wish to record and press **RETURN** or your joystick button as necessary.

ADDITIONAL CONTROLS

- Finances** — press **F** (ATARI/C-64) or **Ctrl F** (APPLE) to display a financial statement which lists your net worth (assets minus debts) and score (net worth divided by months played).
- Pause** — press **ESC** (ATARI/APPLE) or **STOP** (C-64) to pause game if you need a break from the action. Press any key to resume play.
- Sound** — press **S** (ATARI/C-64) or **Ctrl S** (APPLE) to toggle sound on and off.
- Restart** — press **R** (ATARI/C-64) or **Ctrl R** (APPLE) to abort game in progress and return to demo mode.

SPECIAL OPTIONS AND HINTS

- After gathering up the last bill, you will receive a \$500 bonus. Finishing the maze the first time allows you to start again and gather more money for a higher score.

- If you are being pursued, stay close to the walls.
- A good starting speed is three (3), but slow down should you experience problems (running into walls, and so on).
- If you have the available cash, you can buy up to 999 shares of stock in one game. You may make a killing on Wall Street — but remember to keep an eye on the stock chart, located to the right of your screen.
- Up to \$10,000 can be borrowed from the loan shark if necessary. But be sure to pay him back within 2 months or interest is added and his goons will come looking for you.
- If you are in the hospital and would like to pay the medical bill before you leave, press **ESC** or your joystick button. You will remain in the building during this time. Follow the prompts on the screen to pay the desired amount and resume the game.

LOADING INSTRUCTIONS — APPLE II and ATARI DISK

1. Your system should be turned off.
2. Turn on the disk drive.
3. Wait until the busy light is off and then insert the C'EST LA VIE disk into the drive and close the door.
4. Remove all program cartridges. Turn the computer on. The on-off switch is located on the rear left-hand side of your computer. The game will load automatically.

Note: On the ATARI 600XL and 800XL, hold down **OPTION** as you turn on the system.

LOADING INSTRUCTIONS — COMMODORE 64 DISK

1. Your system should be turned off.
2. Turn on your disk drive.
3. Wait until the busy light is off and then insert the C'EST LA VIE disk into the drive and close the door.
4. Remove any cartridges. Turn the computer on. The on-off switch is on the right side of the computer.
5. Turn your monitor on.
6. At the READY prompt, type: **LOAD"CEST LA VIE",8,1** and press **RETURN**.
7. The screen will read:

SEARCHING FOR CEST LA VIE
LOADING
8. When the READY prompt appears, type **RUN** and press **RETURN**.